

## Year 4 Design and Technology: Textiles

How can we sew and decorate a Norman purse?

## Prior Learning

- Experience of joining and finishing techniques in textiles.
- Experience of making and using textiles pattern pieces for puppets.

## Sticky Knowledge

- I can investigate and analyse textile products linked to my final product.
- I can generate innovative ideas through research including surveys, interviews and questionnaires.
- I can develop, model and communicate ideas through talking, drawing, templates, mock-ups and prototypes including using computer-aided design.
- I can design purposeful, functional, appealing products for the intended user that are fit for purpose.
- I can formulate step-by-step plans and, if appropriate, allocate tasks within a team.
- I know that a 3-D textile product can be made from a combination of accurately made pattern pieces, fabric shapes and different fabrics.
- I know that fabrics can be strengthened, stiffened and reinforced where appropriate.
- I can compare the final product to the original design criteria.
- I consider the views of others to improve my work.

	Vocabulary
User*	The person or people who will use the product.
Purpose*	What the product will be used for.
Function*	What the product should be able to do to work properly.
Design*	A plan or idea of what the product will be like and how it will function.
Mock up*	Quick 3D modelling using easy to work with materials. Useful for checking size and dimensions.
Pattern/ Template *	A shape drawn to exact size and measurements and used to draw around onto fabric.
Seam allowance	Extra fabric used for joining, usually 15mm.
Tacking	Large running stitches to hold fabric together temporarily.







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